

SECRET/NOFORN

PROJECT SUN STREAK

WARNING NOTICE: INTELLIGENCE SOURCES AND METHODS INVOLVED

PROJECT NUMBER: 138

SESSION NUMBER: 1

DATE OF SESSION: 890306

DATE OF REPORT: 890308

START: 1015

END: 1130

METHODOLOGY: CRV

VIEWER IDENTIFIER: 032

1. (S/NF/SK) MISSION: Access and describe training site # 138, Water Treatment Plant, Ft Meade, MD.

2. (S/NF/SK) VIEWER TASKING: Encrypted coordinates 138198/903060.

3. (S/NF/SK) COMMENTS: This session was fraught with AOL. 032 had many preconceived notions based on the dimensional aspects he acquired about the site and also about the idea of testing (which was correct) that he picked up on. So today he learned the most important thing a viewer can learn: don't read into the situation.

4. EVALUATION: 2.3

HANDLE VIA SKEET CHANNELS ONLY
SPECIAL ACCESS REQUIRED

SECRET/NOFORN

CLASSIFIED BY: DIA (DT)
DECLASSIFY ON: OADR

~~SECRET~~

WORKING PAPER

B90306

V: 032

S: 01

SUMMARY OF INFORMATION

↓
Site is a structure. The structure is made of stone or concrete with a auxiliary building of metal. The roof of the main and aux. Structures is made of metal or metal covered substrate. There are railings (see sketch page 5) in some portions of the exterior of the building.

There are rooms in the structure that appear to be offices. There are hallways, pictures on the walls and the rooms are dimly lit with curtains on the windows. The windows of these rooms are inset (looking from inside the structure).

There is a room that has a tile covered floor. There are computers in the room, and there is a great deal of

noise coming from several box structures that have plastic shields covering them (see sketch page 6A).

The main functional area of the structure is a very large room -- people in the room are small in relation. There is something central in purpose and focus to this room -- it is in the center of the room and is viewed, watched and monitored by people inside and outside the room.

I had an AI which resulted in me being pushed away from some object when it was turned on. The object is in the AI sketch on page 7A, and it produced a force which pushed me away from it. I also had the feeling of being immersed in water while viewing this object.

In the central room, there are hook-ups and probes used to measure or monitor the object central to the room. There is a tank of liquid in the center of the room and an object is immersed in it (see sketch page 9). The men around the object are testing something.

From 3000' above the structure was perceived to be square or rectangular with an open court/center. There is an extension to the structure which is long, and lower than the main structure.

There are several large objects which are black in the long part of the structure. These objects appear to be 25-35' long and 15-25' wide. The purpose of the objects is not known at this time, but they are central to the purpose of the room and those within it.

AV-NOME

Tired

032

FEB 89

1015L

138198

903660



A. up. across
hard null

B. Structure

138598

903060

A. up. across
under.
Hard

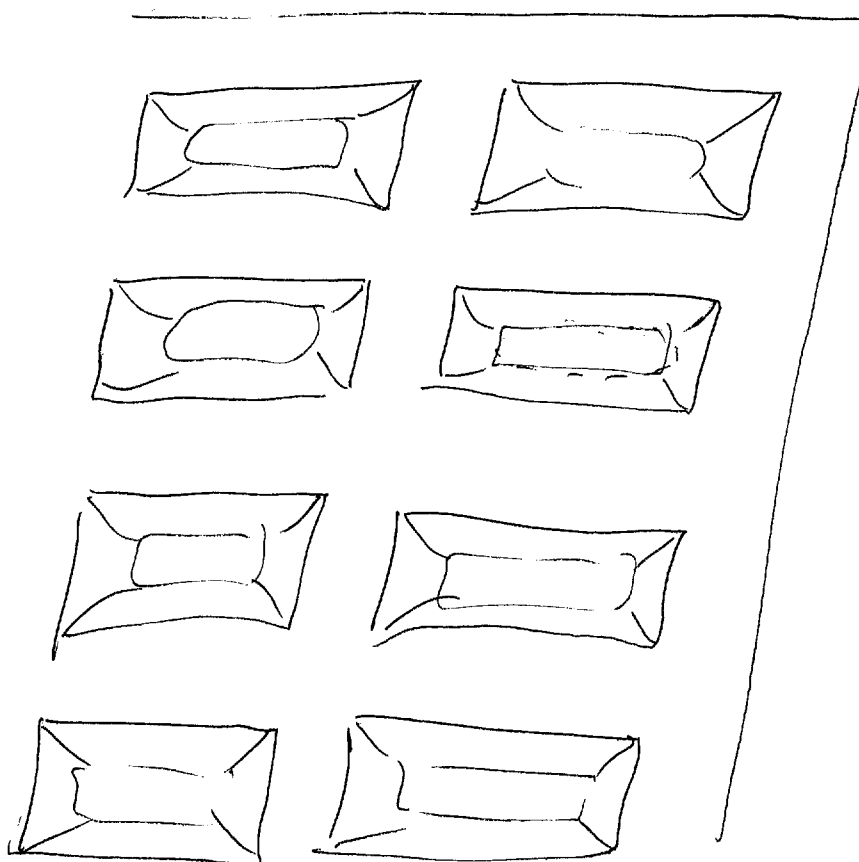
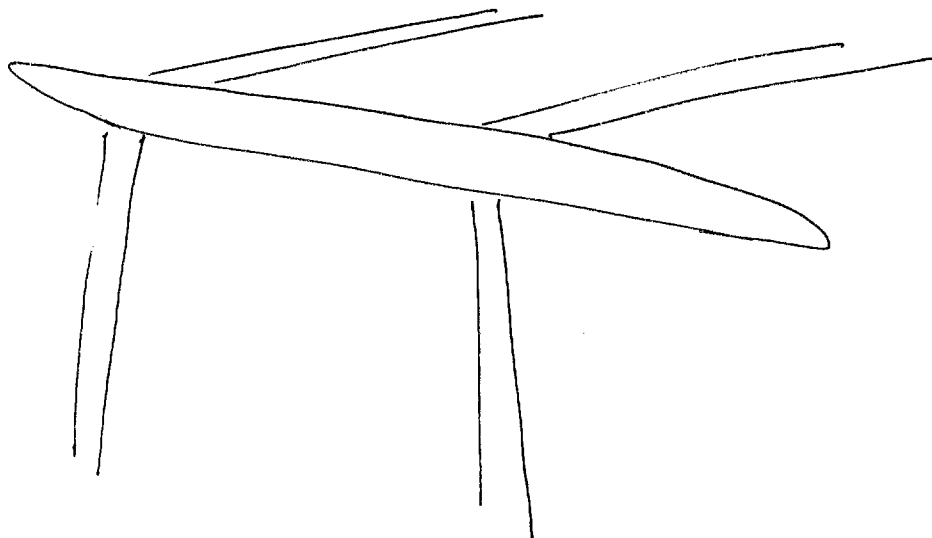
B. Structure

S2

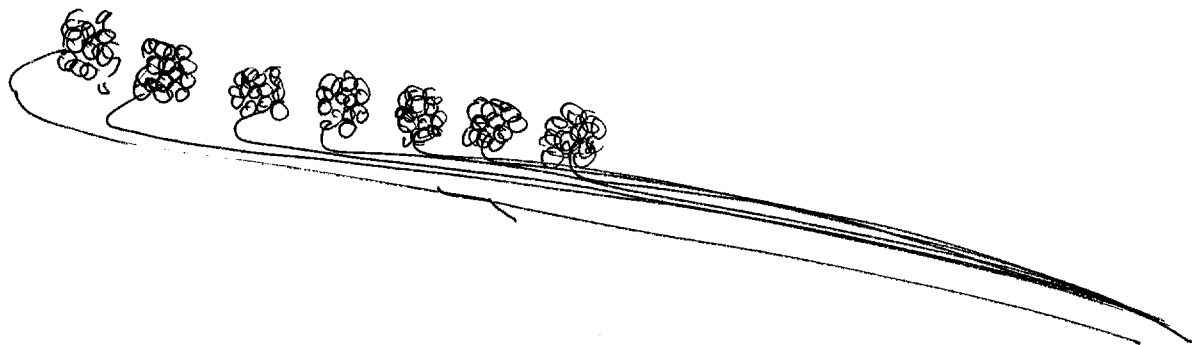
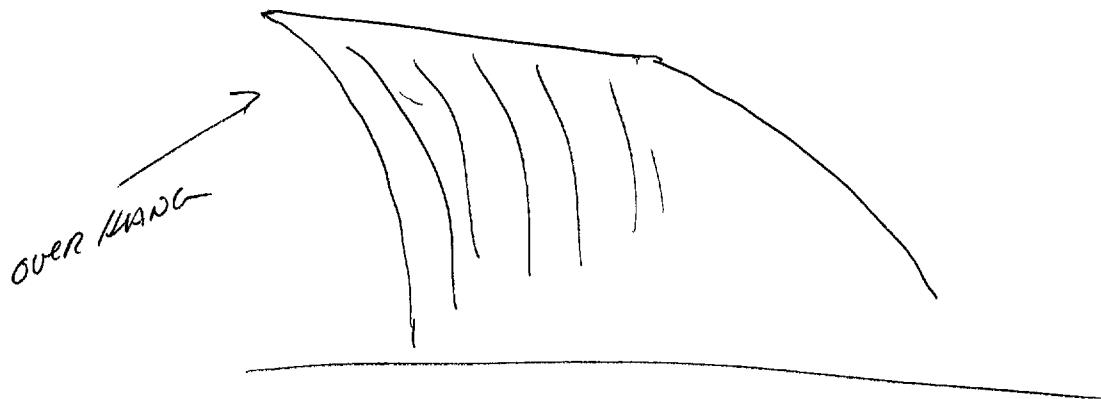
white
smooth
rough
sharp
pocket
cold
point

Swit. null
spare -
edges.
angles
diagonal
horizontal

AT Break
The way too
close -
door knob side.
I feel really
close.



4/



52

D

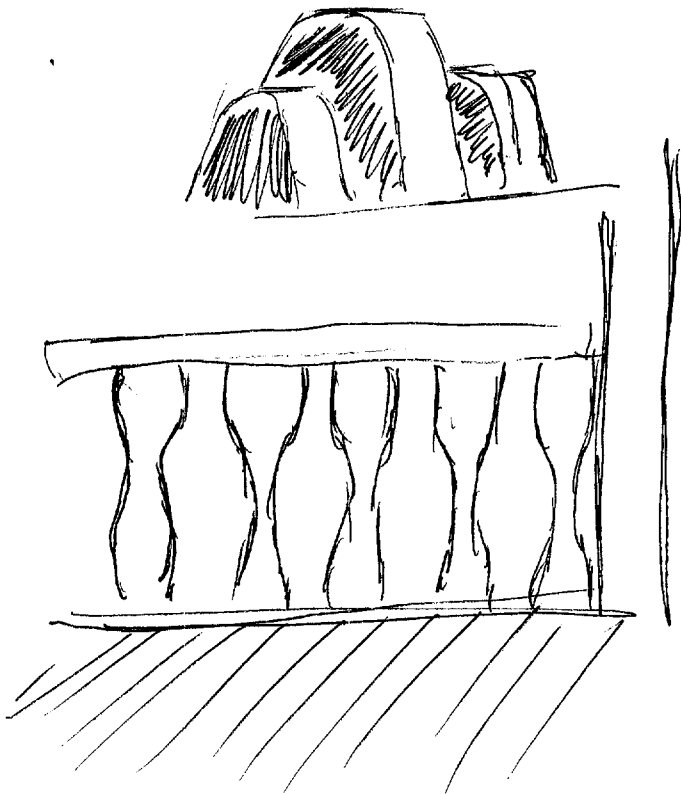
AT

ET

T

I

1201/AS



Rough -
Sketchy

Peaks
Pinnacles
Slopes
Diagonals,
Steep verticals
Diagonal

WOODEN

[INSIDE MAIN STRUCTURE]

BREAK

52

D

AE

ET

T

II

AOL/as

INSIDE MAIN Bldg }

Resume

Picture
glass windows
inset
Boxes
Cases

AOL -
show
cases.

Rooms.
unlocked
Entrances.
Hallways.

white.
brown
green

Billiards

AOL Break
Billiards

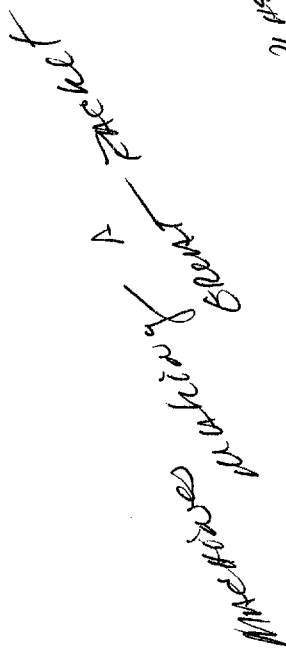
clippy
lock.
riches
loud
Rotating
machines

Plaster covered.
~~Shells~~

AOL S
city shells

white
/

Tile floor.
Computers
Isks
shaves.



[Main functional
area]

See 7A.

DI Break
Makes me feel
like I'm
emersed in
water.
under water

I was standing
or floating behind
Sketch 7A when
the device turned
on - forcing or
blowing me away
as the device went
the other way.

white
guy.

huge
Long Room.

Big Room.

AOL-S
like a
hangar
or darkhouse.

1/2 Long room people are small in
relation. Something central in purpose &
focus to the room - in the center of the
room

AI sketch

Approved For Release 2001/03/07 : CIA-RDP96-00789R001300230004-9

7A.

Thrust
or
THRUSTERS



Approved For Release 2001/03/07 : CIA-RDP96-00789R001300230004-9

SZ

D

AT

EL

T

I

8.

to yps

[Ambal Item purpose, focus]

Sour
Deep.

Clear.

Rich
fluid.

depression.

ROC - S
Gaming pool

water
tank
bat
~~draw~~

Head ups.
props.
beared
watched
Testing

Black.

Black lines
measurements.
Pressure

9.

52

✓

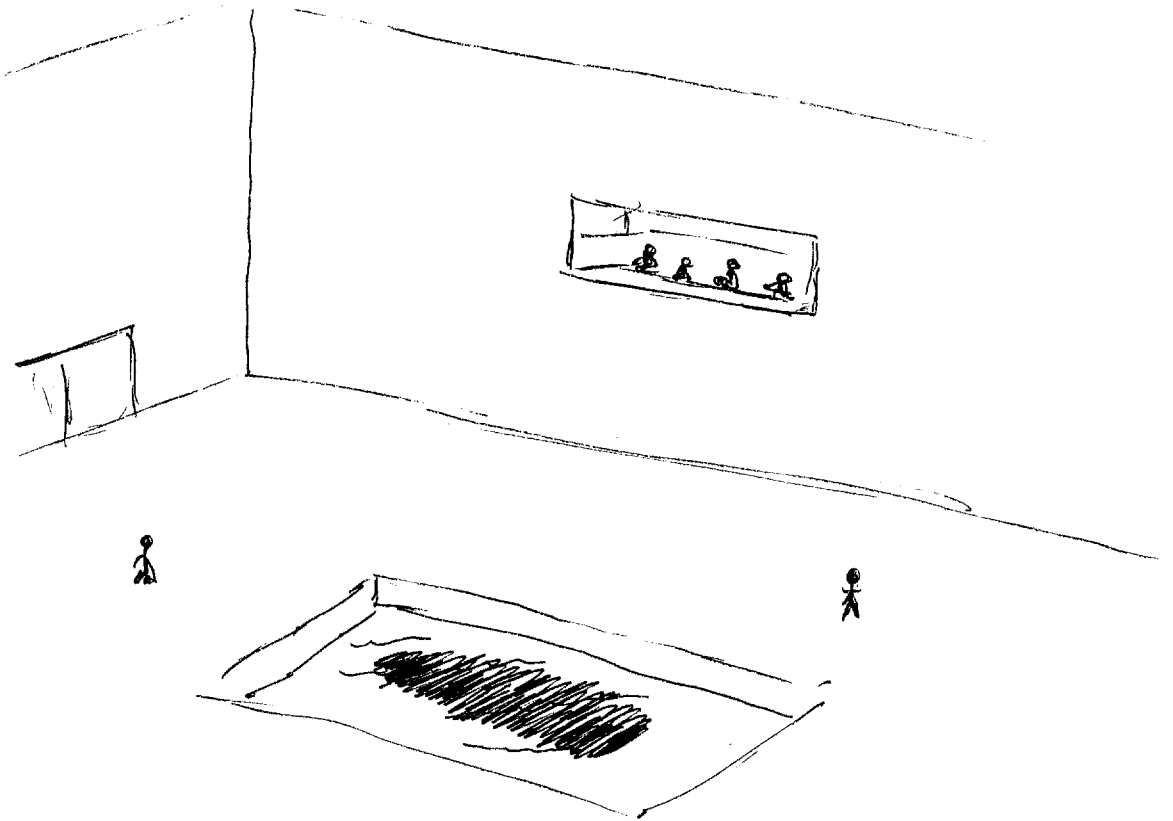
AI

BI

T

I

10/AS



SZ

D

AI


FI

T

I

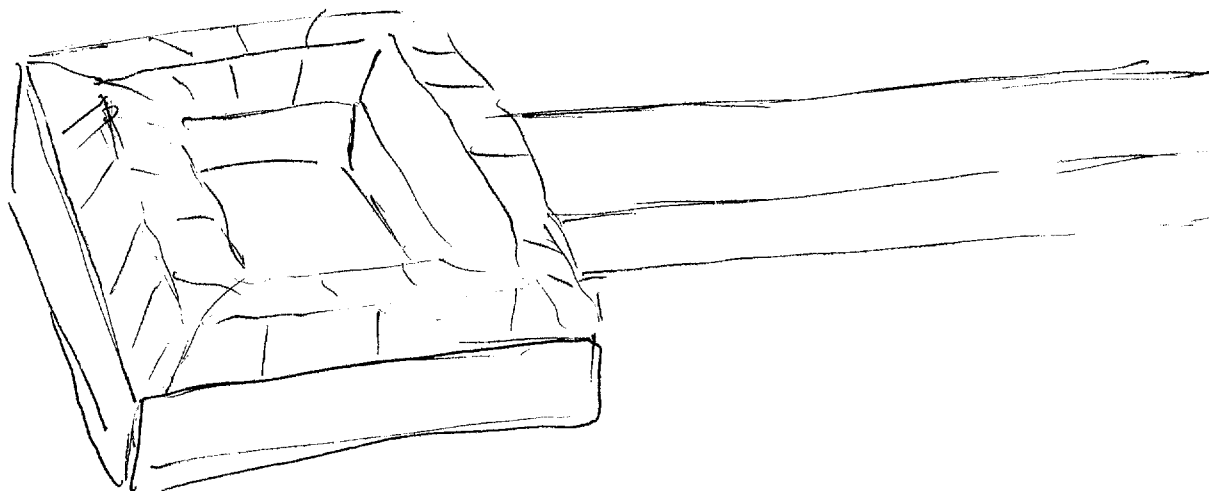
Ad/MS

[PIERCE]

5 1/2 These guys are testing, developing
measuring, something some object.
the object is larger. Space related.
Could. Inspire. 

from 3000' up something should be
purchasable

A. Hard
B. structure



52.

11.
AOL/AS

green
shile
guar
Bluel

Lower
Long
High
Mixed
Vertical
Hanging

54 1/2: metal roof - stone or concrete building
w/ metal attachment or auxiliary
structure. looks like an older bldg.
w/ new attachment.

objects

Dwophunt
Telling.

54 1/2 I see a large long room and
there are black anchor objects in
it. large. maybe 25-35' long
15-25' wide. I can't make em out

AOL-

Pligh
A/C

some kind of
it

